The Lost Necropolis of Sareeh-Khem

An Adventure Simulation For War Gods of Ægyptus

By: Allen Thomas &
Chris Fitzpatrick



Introduction to "War Gods of Ægyptus"

"It is the Antediluvian Age… the time after the fall of Atlantis and before the destruction brought about by the Great Flood. It is a time when the Children of the Gods still walked the earth, and fought great wars for their creators. To lead them in battle, the gods invested certain mighty mortals with a portion of their own power - the Harbingers. On the bright sands of ancient Ægyptus, the Harbinger and their armies made war."

War Gods of Ægyptus is a miniature wargame, in which players use painted miniatures to simulate heroic battles on a tabletop. The game is set in a "Mythological Fantasy" world, a version of our own ancient world, where the myths and legends of our ancestors were real. War Gods of Ægyptus is designed for mass battles, but a good game can be played with only a few units, a couple characters, and a Harbinger - the leader of the army. And there is plenty of room for expansion… the rules allow for large numbers of troops and characters to be used, simulating the heroic battles of the Antediluvian Age!

What follows is a simple scenario for War Gods, designed as a way to introduce new players to the game quickly and easily. The units and characters are ready to go, complete with their equipment and points values listed. The profiles of the units involved have not been listed, but they are the same as the basic profiles listed in the game rules. For your convenience, the Army Profiles for this scenario are available as a free download from the Crocodile Games website, at www.crocodilegames.com



The history of Pakheth of the Gloom, Harbinger of Anubis, is a long and tortured one. But the cleansing of the fallen Necropolis, Sareeh-Khem, was the first deed to bring him fame in the Land of the Nile. The epic tale of Pakheth's struggle to drive the Eater of the Dead from the Necropolis, thereby reclaiming it in the name of Anubis, finds its climax in the ruins of Sareeh-Khem, at the very heart of the city of the dead.

In the time of Pakheth, the Necropolis was the dwelling-place of a great evil, although it had not always been so. The Necropolis was ruled by Kroh-Amun, once a Harbinger of Osiris called the Radiant One. After falling in battle with barbarian invaders, he was entombed within. With the passing of many centuries, the Necropolis was forgotten by the Children of the Gods, until it was found by Og-Shilloth, the Necromancer. To serve the will of the Creeping Darkness, Og-Shilloth raised Khroh-Amun, as well as many mummies, from death. From the safety of the Necropolis, the Dark Harbinger raided the surrounding lands, putting the living to death and adding their raised corpses to his warband. It seemed that he was unstoppable, for any mortal army that faced him in battle met with a bloody end.

After months of slaughter, Pakheth of the Gloom, the Harbinger of Anubis, the lord of the dead, came with his warband to vanquish the evil of Kroh-Amun, the Dark Harbinger.

Pakheth fought two minor skirmishes with the undead before battling the Dark Harbinger directly. In those battles, Pakheth discovered the long-forgotten location of the Necropolis, and more importantly, he came into possession of the Ivory Scarab, a relic sacred to Anubis. Pakheth had been granted a vision by his god, Anubis. In the vision, the god promised victory over the Dark Harbinger, if the Ivory Scarab was placed within his Tomb – hidden in the Necropolis of Sareeh-Khem.

With the Sun high in the sky, Pakheth penetrated to the very heart of the Necropolis. Once in sight of his goal, the plan was simple: He and his warriors would engage Kroh-Amun and his mummy horde, while the Embalmer, Zekerba'al, carried the Ivory Scarab into the heart of the Necropolis, and to victory.

Kroh-Amun, lurking in his tomb and deep in contemplation of the perverse evil of his new existence, was taken by surprise by the attack. Emerging from his tomb and unaware of the threat of the Ivory Scarab, he impulsively ordered his undead warriors to kill the intruders. So the battle between the two Harbingers was joined.

Kroh-Amun mounted his chariot and led his mummies into battle. Pakheth avoided the Dark Harbinger, and instead, riding in his chariot, harassed the right flank of his enemy's warband. On the opposite flank, the Priestess of Anubis, Nekheba, led a unit of Anubi swordsmen, seeking to slay the Necromancer, Og-Shilloth. All the while, the Embalmer advanced toward the entrance of the Necropolis, protected by a unit of strong Heru warriors.



The brave Heru took many casualties guarding the Embalmer, but in the end, he reached the entrance, and placed the Ivory Scarab in Kroh-Amun's defiled sarcophagus. Outside on the battlefield, the Darkling burst into white flames and was consumed. Pakheth of the Gloom was victorious, and for many months, the tale of his deed was told in every town and city of Ægyptus, gaining the Harbinger of Anubis much renown.

Subplot: Haunted

The night before the battle, the Priestess of Anubis, Nekheba, was visited by the spirit of a long-dead ancestor. Like Kroh-Amun, the ancestor was buried in the Necropolis, and his tomb was desecrated by the Necromancer. An amulet in the shape of an Ankh, carved by his own hand, had been torn from his mummified neck. The spirit demanded that Nekheba retrieve the amulet from the Necromancer, and return it to its rightful place.

Nekheba must defeat the Necromancer, taking the amulet from his body. Then, her model must be moved into contact with the nearest tomb entrance. If the player succeeds in returning the dead priest's amulet, Nekheba receives a *Great Deed*.

Set-Up

The terrain should be appropriate to a Necropolis buried for centuries under the blowing sands of the desert. Obelisks, tombs, sand dunes, profaned sphynxes, and ruined statues of the gods are all great pieces for this battle.

One specific piece must be designated as the entrance to the Tomb of Kroh-Amun. Players take turns placing terrain, the player of the Dark Harbinger going first. The first piece of terrain placed must be the Tomb of Kroh-Amun. It must be placed no further than 3" from the Dark Harbinger's table edge. The remaining terrain is placed normally.

The player of the Dark Harbinger deploys all his units first, since he has been taken by surprise. The player can deploy his units no further than 12" from his side of the table. Kroh-Amun and any unit he is attached to must be deployed within 1" of the entrance of his tomb. Next, the player of the Harbinger of Anubis deploys his units. He can deploy his units no further than 12" from his side of the table.

At the beginning of the battle, the Embalmer in Pakheth's warband carries the Ivory Scarab.

Victory Conditions

To win, the player of the Harbinger of Anubis must get the Ivory Scarab in base-to-base contact with the entrance into the Tomb of Kroh-Amun. Only Characters can carry the Ivory Scarab. If the Embalmer is slain, another Character can pick up the Scarab by coming into base-to-base contact with the Embalmer (a Casualty Marker should be used to mark the location of his death). No action is required to pick up the Ivory Scarab.

The player of the Dark Harbinger wins when all of the Characters in his opponent's warband are either slain or routed from the field.

Warbands

Pakheth of the Gloom, Harbinger of Anubis, with Med. Armor, Battle-scythe, Ankh & Amulet of Anubis (131 pts.)
Ka Rating: 1, Command Value: 8
Harbinger Power: *Battle After Death*

Nekheba, Priestess of Anubis (35 pts.)
Zekerba'al the Embalmer, Ankh, Bane of the Undead (100 pts.)
10 Anubi, with Swords & Shields (140 pts)
10 Anubi, with Swords & Shields (140 pts.)
10 Heru, with Pole-arms, Medium Armor, and Lg. Shields (210 pts.)
10 Anubi, with slings (140 pts.)
1 Chariot, Anubi Driver, 2 Chariot-Runners w/ sword & javelins (99 pts.)

—Total Warband Point Value: 1005 pts.

Kroh-Amun the Darkling, Dark Harbinger, with Med. Armor, Double-handed Flail (131 pts.)
Ka Rating: 1, Command Value: 8
Harbinger Power: DarkFire

Og-Shilloth, the Necromancer, 6 Spells: *A Dark Pall, Creeping Darkness, Bloodthirsty Ravens, Heartless Sacrifice, Armor of Carrion, Wings of the Night* (100 pts.)
Khonsou, Crypt Lord, with Sword, Medium Armor & Shield (52 pts.)
10 Ghouls, with Hand Weapons (60 pts.)
10 Ghouls, with Hand Weapons (60 pts.)
20 Mummy Hordes, with Hand Weapons (160 pts.)
20 Mummy Hordes, with Hand Weapons (160 pts.)
10 Mummy Warriors, with Sword, Med. Armor, & Shield (180 pts.)
Chariot, Mummy Warrior Driver, 2 Chariot-Runners w/ Sword & Javelins (99 pts.)

—Total Warband Point Value: 1002 pts.

War Gods of Ægyptus (CDG WG001) is published by Crocodile Games.

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Based in Indianapolis, the gaming heartland of America, Allen and Fitz are the creative team behind Crocodile Games. Hardcore wargamers, they have combined their fascination with ancient mythologies and love for miniatures to create War Gods of Ægyptus. Even now, they are hard at work at the next game in the series, War Gods of Olympus.
Scenario illustrations by Des Hanley.

